

IN THE SPECIFICATION:

On page 1, after the title, please insert the following paragraph: --This application is a

A<sup>1</sup> continuation of U.S. application S/N 09/061,581 filed April 16, 1998.--

Please replace the paragraph beginning at page 2, line 10 with the following rewritten paragraph:

10032913-122901  
A<sup>2</sup> --For example, a video signal recorded on a so-called DVD-video is normally coded by a variable bit rate coding of two-path type. This two-path method is, for example, disclosed in the Specification and the drawings of Japanese Patent Application 7-3313348 filed by the applicant of the present invention.--

Please replace the paragraph beginning at page 4, line 6, with the following rewritten paragraph:

A<sup>3</sup> --In order to reduce this processing time, a one-path type variable bit rate coding method is disclosed in the Specification and drawings of Japanese Patent Application 7-311418 filed by the applicant of the present invention.--

Please replace the paragraph beginning at page 5, line 6, with the following rewritten paragraph:

A<sup>4</sup> --In Fig. 4, the horizontal axis represents an appearance probability  $h(d)$  of a coding difficulty 'd' with the reference moving picture image sequence. An allocation bit amount for an arbitrary coding difficulty is calculated according to the function  $b(d)$ . This relationship can be

obtained empirically by coding a large number of moving picture image sequences (for example, a movie) with a predetermined average bit rate and evaluating the obtained picture quality.

Thus, this relationship is a general one which can be applied to most of the sequences in this world. According to this relationship of Fig. 4, an allocation bit amount 'b' is given for a coding difficulty 'd' per unit time of the input image from the terminal 200.--

Please replace the paragraph beginning at page 7, line 8, with the following rewritten paragraph:

100312901  
E162E00F  
A 1 --In order to achieve the aforementioned object, according to the present invention, an allocation data (e.g., bit) amount is interrelated with a coding difficulty for each unit time standardized in advance using an ordinary input signal of the type to which an input signal belongs, so as to determine a coding difficulty of the input signal for each unit time. For the coding difficulty of the input signal for each time unit, a reference value of the interrelated allocation data amount is determined for said each unit time. The reference value of the allocation data amount is modified into an actual allocation data amount. According this actual allocation data amount, the input signal is coded for said each unit time, so as to create a coded data. Thus, it is possible to carry out coding with an optimal allocation data amount according to a complexity of an input signal at real time.--

Please replace the paragraph beginning at page 7, line 23, with the following rewritten paragraph:

A 5 --The aforementioned modification of the allocation data amount into an actual allocation data amount is carried out by controlling the actual allocation data amount so that a total of a

generated bit amount generated when a time length of signal which can be recorded on a recording medium is equal to or below a bit amount available in the recording medium for signal recording.--

Please replace the paragraph beginning at page 8, line 16, with the following rewritten paragraph:

A<sup>6</sup> --According to the information used when modifying the aforementioned allocation data amount reference value into an actual allocation data amount, the input signal is subjected to a pre-filter processing and the processed signal is coded, thus enabling the signal coding deterioration to be made less remarkable. More specifically, when suppressing the actual allocation data amount below the allocation data amount reference value, an input image is subjected to a low-pass filter processing, thus enabling the coding deterioration of the image to be made less remarkable.--

Please replace the paragraph beginning at page 9, line 9, with the following rewritten paragraph:

A<sup>7</sup> --Moreover, for the case that the input signal is a moving picture image signal, the coding difficulty is determined according to an image characteristic information of the input image for each predetermined period of time and coding is carried out with an allocation data amount reflecting human visual characteristic based on the image characteristic information.--

Please replace the paragraph beginning at page 22, line 23, with the following rewritten paragraph:

--According to the present invention, an allocation data amount is interrelated to a coding difficulty for each unit time standardized in advance from a general input signal of a type to which a particular input signal belongs, so as to obtain a coding difficulty of the input signal for each unit time, and for the coding difficulty of each unit time of this input signal, an allocation data amount reference value is obtained for each of the aforementioned interrelated unit time. The aforementioned allocation data amount reference value is modified into an actual allocation data amount, so that according to this actual allocation data amount, the input signal is coded for each of the unit time so as to create coded data. Consequently, it is possible to carry out a coding with an optimal allocation data amount according to the complexity of a signal at real time according to input of the signal.--

Please replace the paragraph beginning at page 23, line 22, with the following rewritten paragraph:

--For example, when coding an input signal for each unit time with a predetermined allocation bit amount  $b_{av}$ , the total  $B_{av}$  of the allocation bit amount up to a current time is compared to the total  $B_{gen}$  of the actually generated coding bit amount up to the current time, and if the value  $(B_{av} - B_{gen})$  is positive, it is allowed to assign an allocation bit amount equal to or above the  $b_{av}$ . Here, the  $b_{av}$  is defined as follows:  $b_{av} = T_{GOP} \times BV / T_{SEQ}$ , wherein  $BV$  is a bit amount which can be used in the signal recording medium for recording a moving picture,  $T_{SEQ}$  is a time length of the moving picture image sequence which can be recorded on the signal recording medium; and  $T_{GOP}$  is given in a unit time length. Thus, it is possible to